





SYLVAN ELVES

FULL TIR - 4 268 POINTS





925 pts (21.00 %) **1123 pts (25.00 %)** 940 pts (21.00 %) 1280 pts (28.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters

	FOREST PRINCE #1 Forest Prince - Standard - Infantry - 20x20	405 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Forest Walker		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	7	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forest Prince	4	7	4	2	9	Lightning Reflexes, Accurate, Hand Weapon

Options Sylvan Longbow (0+) • Light Armour • Shield • Elven Cloak • Great Weapon • Sacred Seeds • Binding Scroll x1 • Bough of Wyscan

	DRYAD ANCIENT #1 Dryad Ancient - Standard - Infantry - 25x25	220 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

Options Divination • Wizard Adept • General

	DRUID #1 Druid - Standard - Infantry - 20x20	195 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Druid	1	4	3	0	5	Lightning Reflexes, Hand Weapon



Options Shamanism • Sylvan Longbow (3+) • Binding Scroll x1



	DRYAD ANCIENT #2 Dryad Ancient - Standard - Infantry - 25x25	105 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

Core

	SYLVAN ARCHERS #1 Sylvan Archers x10 - Standard - Infantry - 20x20	250 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 8	Scoring, Forest Walker	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 4 3 0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Sylvan Archers	1 4 3 0 5	Lightning Reflexes, Sylvan Longbow (3+, 3+)	
Options		Musician	

	SYLVAN ARCHERS #2 Sylvan Archers x13 - Standard - Infantry - 20x20	313 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 8	Scoring, Forest Walker	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 4 3 0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Sylvan Archers	1 4 3 0 5	Lightning Reflexes, Sylvan Longbow (3+, 3+)	
Options		Musician	

	DRYADS #1 Dryads x8 - Standard - Infantry - 25x25	155 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 4 4 0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Dryads	2 4 4 1 5		

	DRYADS #2 Dryads x8 - Standard - Infantry - 25x25	155 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 4 4 0	Aegis (5+)	
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Dryads	2 4 4 1 5		



SYLVAN ARCHERS #3
Sylvan Archers x10 - Standard - Infantry - 20x20

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archers	1	4	3	0	5

Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options

Musician

Special



FOREST EAGLE #1
Forest Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Forest Eagle	2	5	4	1	4



FOREST EAGLE #2
Forest Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Forest Eagle	2	5	4	1	4



KESTREL KNIGHTS #1
Kestrel Knights x4 - Large - Cavalry - 40x40

370 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	9	Feigned Flight, Vanguard, Light Troops, Forest Walker, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	5	4	1	
	Hard Target, Light Armour				
Offensive	Att	Off	Str	Ap	Agi
Kestrel Knight	1	5	4	1	5
	Lightning Reflexes, Devastating Charge, Sylvan Lance				
Kestrel	2	5	4	2	4
	Harnessed				



KESTREL KNIGHTS #2
Kestrel Knights x4 - Large - Cavalry - 40x40

370 POINTS



Global	Adv	Mar	Dis	Model Rules	
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Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Feigned Flight, Vanguard, Light Troops, Forest Walker, Fly (9", 18", 9", 18")		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	5	4	1	Hard Target, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Kestrel Knight	1	5	4	1	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
Kestrel	2	5	4	2	4	Harnessed

Unseen Arrows

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Pathfinders	1	4	3	0	5	Master Archer, Lightning Reflexes, Sylvan Longbow (2+, 2+), Sylvan Blades

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Pathfinders	1	4	3	0	5	Master Archer, Lightning Reflexes, Sylvan Longbow (2+, 2+), Sylvan Blades

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Light Troops, Forest Walker, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Briar Maiden	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Poisoned Thorn (2+, 2+)
Elven Deer	1	3	4	1	4	Harnessed

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Light Troops, Forest Walker, Wizard Conclave	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Aegis (4+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Briar Maiden	1	4	3	0	5
Elven Deer	1	3	4	1	4

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Forest Embrace				
<i>Mf</i>	4+ [7+]	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). [Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.]				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Unerring Strike	7+ [10+]	18"	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Bough of Wyscan: Attacks made with this Sylvan Longbow gain +1 to wound when shooting from Short Range, and become **Magical Attacks**.

Sacred Seeds: Models on foot only.

One use only. The player may activate this Artefact at the end of any friendly Movement Phase and place a Forest

Terrain Feature in contact with the bearer and at least 1" away from any enemy units and other Terrain Features. The Forest must fit within a circle with a diameter of 6".

Model Rules

Accurate:

Aegis:

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Forest Walker: The model gains Strider (Forest). If a unit comprised entirely of models with Forest Walker starts a Round of Combat with more than half of its models with the centre of their bases inside a Forest, then all model parts without Harnessed must reroll to-wound rolls of '1' with their Close Combat Attacks for the duration of that Round of Combat.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes:

Master Archer: Shooting.

When shooting with a Sylvan Longbow, all models of a unit with Master Archer may choose to gain either +2 Armour Penetration or +2 to hit.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Poisoned Thorn: Shooting Weapon.

Range 12", Shots 1, Str 3, AP 1, Quick to Fire.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Sylvan Blades: Close Combat Weapon

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

Sylvan Lance: Close Combat Weapon

Follows the rules for Light Lances. In addition, attacks made with a Sylvan Lance gain +1 Armour Penetration.

Sylvan Longbow: Shooting Weapon

0-55 Models with Sylvan Longbow per Army.

Follows the rules for Longbows. In addition, attacks made with a Sylvan Longbow gain Armour Penetration 1 and Quick to Fire. Also, when shooting from Short Range, their Strength is set to 4.

Sylvan Spirit: Models with Sylvan Spirit can only join or be joined by models with Sylvan Spirit.

Tree Singing: Each model with Tree Singing may discard 1 Veil Token once per friendly Magic Phase, immediately after Siphon the Veil. If so, choose a Forest Terrain Feature within 24" of the model with Tree Singing that is not in contact with any unit.

Move this Forest in a straight line up to 6". This movement stops immediately before moving into contact with any units or any Terrain Features other than Open Terrain. Each Forest may only be moved with Tree Singing once per Magic Phase.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Forest Dryad Druid Dryad Sylvan Sylvan Dryads Dryads Sylvan Forest Forest Kestrel Kestrel Pathfinder Pathfinder Briar Briar

